

Dear Parent,

We at *VTech* understand that a child's needs and abilities change as they grow and with that in mind we can develop our toys to teach and entertain at just the right level. Babies need toys that will stimulate their interest in different textures, sounds and colours, while on-the-go toddlers and pre-schoolers want more interactive toys to develop their imaginations and encourage their language development. As they progress to more challenging curriculum at school, *VTech* keeps pace with a wide variety of cool, aspirational and interesting computers for learning. Every toy is unique and helps your child develop in different ways for the best all-round learning.

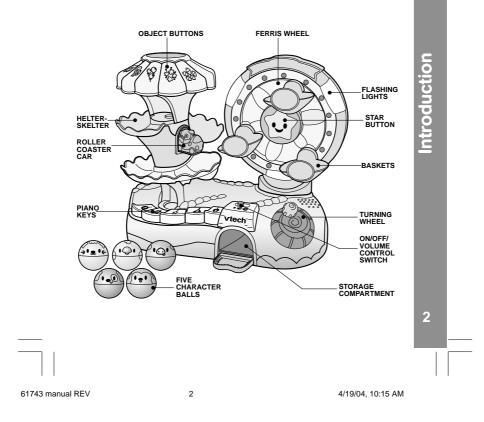
Electronic Learning Computers challenging activities that can keep pace with my growing mind cool stuff to keep me entertained, busy and up-to-date intelligent technology that adapts to my level of learning National Curriculum-based content to support school teaching space to be flexible and creative and to find my own style	
toys that let me pretend to be a grown-up so I can learn how the world works toget ready for school by starting on the alphabet and counting great games that keep me interested and make me laugh my learning to be as fun and easy and exciting as can be to show my creativity with drawing and music so my whole brain develops	
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exploring the world of colours, sounds and textures exploring the world and learning through discoveries exploring the world of colours, sounds and textures exploring the world and learning through discoveries exploring the world and learning through discoveries exploring the world of colours, sounds and textures exploring the world and learning through discoveries	

To learn more about VTech toys, visit www.vtechuk.com

# INTRODUCTION

Thank you for purchasing the VTech<sup>®</sup> Play and Learn Fun Fair™!

The **VTech® Play and Learn Fun Fair™** is an interactive toy for toddlers aged 12 - 36 months. This magical fun fair uses recognition technology to make learning fun! When you put a ball in the top it will activate its own special mode. Watch them roll as they teach numbers, shapes, colours, sounds and music. With fun phrases and cheerful music there will be lots of fun at the fair!



# INCLUDED IN THIS PACKAGE

- 1. One VTech<sup>®</sup> Play and Learn Fun Fair™
- 2. Five character balls
- 3. One instruction manual
- WARNING: All packing materials, such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

# **GETTING STARTED**

#### **BATTERY INSTALLATION**

- 1. Make sure the unit is turned **OFF**.
- 2. Locate the battery cover on the bottom of the unit. Use a coin or screwdriver to loosen the screw.
- 3. Install 2 new 'AA' batteries following the diagram inside the battery box.
- 4. Replace the battery cover and tighten the screw to secure.

#### **BATTERY NOTICE**

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Different types of batteries or new and used batteries are not to be mixed.
  - Only batteries of the same or equivalent type as recommended are to be used.

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Instructions & Activities

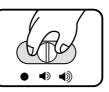
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- The toy is not to be connected to more than the recommended
- number of power supplies.
- Do not dispose of batteries in fire.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

# **PRODUCT FEATURES**

#### 1. ON/OFF/VOLUME CONTROL SWITCH

To turn the unit ON, Slide the ON/OFF/ VOLUME CONTROL SWITCH to the LOW VOLUME ( ◀ ) ) or the HIGH VOLUME ( ◀ ) ) position. To turn the unit OFF, slide the ON/OFF/VOLUME CONTROL SWITCH to the OFF ( • ) position.



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## 2. AUTOMATIC SHUT-OFF

To preserve battery life, the **VTech<sup>®</sup> Play and Learn Fun Fair™** will automatically power-down after several minutes without input. The unit can be turned on again by pressing any button or by dropping in a ball.

### 3. FIVE MODES OF PLAY

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The five modes of play teach numbers, colours, shapes, sounds and music. To select a mode just pick a ball and pop it in the top.

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## 4. STORAGE COMPARTMENT

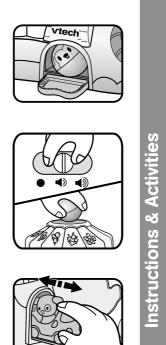
When the balls are not in use they can be conveniently stored in the compartment located at the bottom of the unit.

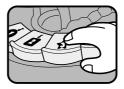
# ACTIVITIES

 When the unit is first turned on it will randomly select a mode. To change the mode, insert a character ball. Each ball will activate specific, curriculum-based responses:

Red Ball = Shape Mode Orange Ball = Colour Mode Yellow Ball = Music Mode Green Ball = Sound Mode Purple Ball = Number Mode

- 2. Pull out the **ROLLER COASTER CAR** to divert the balls to the **FERRIS WHEEL**. You will hear a fun phrase. Push the roller coaster car back in to allow the balls to continue rolling. The lights will flash with the sounds.
- Press the PIANO KEYS to hear responses related to the selected mode. In Sound Mode you will hear individual music notes. In Music Mode you will hear a variety of melodies played one note at a time. The lights will flash with the sounds.





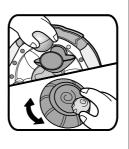
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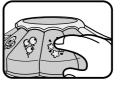
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- 4. Place or divert the character balls into the BASKETS on the FERRIS WHEEL and turn the TURNING WHEEL to give them a ride. When turning the wheel you will hear fun phrases, sounds or melodies depending on the selected mode. The lights will flash with the sounds.
- Press the OBJECT BUTTONS to hear responses related to the selected mode. In Music Mode you will hear melodies played one note at a time. The lights will flash with the sounds.

# lash with the sound





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## **MELODY LIST**

The Daring Young Man On the Flying Trapeze Pop Goes the Weasel If You're Happy and You Know It Animal Fair Skip to My Lou Teddy Bears' Picnic The Entertainer Polly Wolly Doodle Bicycle Built for Two Big Rock Candy Mountain

### SUNG SONG LYRICS

We're going to play at the fair There are lights and sounds everywhere. The Ferris Wheel goes round and round Way up high, up and down!

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# **CARE AND MAINTENANCE**

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 2. Keep the unit out of direct sunlight and away from any direct heat source.
- 3. Remove the batteries when the unit is not in use for an extended period of time.
- 4. Do not drop the unit on hard surfaces and do not expose the unit to moisture or water.

# TROUBLESHOOTING

If for some reason the program/activity stops working, please follow these steps:

- 1. Please turn the unit OFF.
- 2. Interrupt the power supply by removing the batteries.
- 3. Let the unit stand for a few minutes, then replace the batteries.
- 4. Turn the unit  $\ensuremath{\textbf{ON}}\xspace$  . The unit should now be ready to play again.

5. If the product still does not work, replace with a new set of batteries. If the problem persists, please call our Consumer Services Department on 01235 546810 (from UK) or +44 1235 546810 (outside UK) and a service representative will be happy to help you.

#### **IMPORTANT NOTE:**

Creating and developing **Smart Start**<sup>®</sup> products is accompanied by a responsibility that we at **VTech**<sup>®</sup> take very seriously. We make every effort to ensure the accuracy of the information, which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department on (01235) 546810 (from UK) or +44 1235 546810 (outside UK) with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Care & Maintenance/Troubleshooting

#### Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to • which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help .

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

#### Note:

This equipment induces a weak magnetic field that may affect watches, television sets or monitors. It is recommended to keep this unit away from metallic materials when playing.



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Other Info

